Copper 1 = 1 copper treasure
Copper 2 = 1 curse, 1 copper treasure, 50 gold
Copper 3 = 2 curses, 2 copper treasures

Silver 1 = 2 curses, 1 silver treasure

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Stealing From Corpses

By Xan Lynch

Quest Background

While out hunting one afternoon, you come across a strange, young man camped in the woods. He offers you lunch while you hear his tale. He tells you that he is the heir to a small kingdom nearby but, his family throne has been usurped by cruel bandits. One of the bandits has some evidence that he is the true heir to the throne so the king will do nothing to uphold the young mans claims. The young man has found the tomb of his great grandfather nearby and is certain that the key to proving his claim is within. He tells you that if you go into the tomb and recover his families signet ring, you may keep any treasure that you find.

Quest Goals

The young man gives you a key that, he says, may help you inside (give the heros the blue rune key) and shows you the tomb entrance. You must enter the tomb, find the signet ring, and return to the tombs entrance to bring the young man the ring. There are rumors of a glyph of transport somewhere inside. If you can reactivate it, all the better. You start with 6 conquest tokens. If you run out of conquest tokens, the mysterious denizens of the tomb will have triumphed over you.

Anytime a hero is killed, it is returned to a space on or adjacent to the stairs in the starting area.

Area 1

This area reeks of stagnant water. A dark, slimy pool fills the center of the chamber. As you enter, several creatures get up from a table to the south and move towards you.

If a player enters the same space as the encounter:

You find a dirty table with a deck of cards, a red rune key, and a letter. The letter says "Mort, We have reason to believe that the welp is searching for his great grandfathers tomb. He believes that he will find evidence to back his claims against me. You must not allow this to happen. Take the scrolls that I have sent and use them to awaken the guardian that rests in the tomb. I will send reinforcements as soon as you find the tomb. Show them this letter to ensure their loyalty to you." There is no signature, only a strange symbol that seems to have been drawn in blood.

Area 2

A foul, green, vapor hangs in the air here.

When a player enters from area 1:

The door closes behind you and the room fills with deadly gasses.

Each time a figure enters through the blue door, the blue and red doors close if not closed already. The blue door can only be opened from area 1. Any time a figure ends its turn in this area and both doors are closed, it suffers 2 wounds, ignoring armor, from poison gas.

Area 3

As you open the door, you hear the sounds of chanting and growling coming from around the corner. As you make your way into the chamber a strange, inky darkness seems to swirl around you. A deep pit lies between you and a hulking form in the darkness.

The heros can not trace line of sight more than 4 spaces in this area.

The master sorcerer here is Mort. He has the same statistics as an ordinary master sorcerer with 6 extra life, pierce 2, and blast 1.

The master ogre here is The Watchman. He has the same statistics as an ordinary master ogre with 8 extra life, 1 extra power die, and the Reach ability.

If a hero opens the silver chest:

You hear the sound of stone scraping against stone in the distance. In addition to the contents of the chest, you find the missing signet ring.

The red door opens, the blue door closes, and the creatures shown to the side of the map are placed anywhere in area 1. The red and blue doors now act as normal rune doors.

If the heros make it back to the stairs in the starting area, they have returned the ring to the strange, young man. They have won the quest and recieve 4 conquest tokens.

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